

cal reel **106R**, the **5-2** hypothetical reel **107R**, the **5-3** hypothetical reel **108R**, the **5-4** hypothetical reel **109R** and the **5-5** hypothetical reel **110R** are not used in the base game.

[0199] On the other hand, as shown in **FIG. 1(b)**, when the bonus game is conducted, the first hypothetical reel **101R** is variably displayed and stopped on the variable display portion **21** of the lower liquid crystal display **4**, the second hypothetical reel **102R** is variably displayed and stopped on the variable display portion **22** of the lower liquid crystal display **4**, the third hypothetical reel **103R** is variably displayed and stopped on the variable display portion **23** of the lower liquid crystal display **4**, the fourth hypothetical reel **104R** is variably displayed and stopped on the variable display portion **24** of the lower liquid crystal display **4**. And further, on the variable display portion **25** of the lower liquid crystal display **4**, one hypothetical reel is selected among the **5-1** hypothetical reel **106R**, the **5-2** hypothetical reel **107R**, the **5-3** hypothetical reel **108R**, the **5-4** hypothetical reel **109R** and the **5-5** hypothetical reel **110R** and the symbol row corresponding to the reel strip of the selected hypothetical reel is variably displayed and stopped on the variable display portion **25**. In this case, the fifth hypothetical reel **105R** is not used.

[0200] Therefore, in the base game as shown in **FIG. 45**, the game is conducted by using only the combination of the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the fifth hypothetical reel **105R**.

[0201] On the contrary, in the bonus game, the game is conducted by using one combination selected from five combinations, that is, the combination of the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the **5-1** hypothetical reel **106R** as shown in **FIG. 46(a)**, the combination of the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the **5-2** hypothetical reel **107R** as shown in **FIG. 46(b)**, the combination of the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the **5-3** hypothetical reel **108R** as shown in **FIG. 46(c)**, the combination of the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the **5-4** hypothetical reel **109R** as shown in **FIG. 46(d)** and the combination of the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the **5-5** hypothetical reel **110R** as shown in **FIG. 46(e)**. As mentioned, the bonus game is conducted by using any one combination among five kinds of combinations.

[0202] Thus, in the slot machine **1** according to the embodiment, the video slot game constructed from the base game and the bonus game is conducted on the lower liquid crystal display **4**, and the first hypothetical reel **101R**, the second hypothetical reel **102R**, the third hypothetical reel **103R**, the fourth hypothetical reel **104R** and the fifth hypothetical reel **105R** are used in the base game, and on the other hand in the bonus game, the fifth hypothetical reel **105R** is replaced with one of the **5-1** hypothetical reel **106R**, the **5-2** hypothetical reel **107R**, the **5-3** hypothetical reel **108R**, the **5-4** hypothetical reel **109R** and the **5-5** hypothetical reel

110R, the hypothetical reel to be replaced being specified in the lottery (**S101**) which is done when the game state shifts from the base game to the bonus game, and the replaced hypothetical reel is used with the first to fourth hypothetical reels **101R** to **104R** in the bonus game. Thereby, since there exist five kinds of combinations of the hypothetical reels (see **FIG. 46(a)-(e)**) which are variably displayed and stopped on the lower liquid crystal display **4** while the bonus game is executed, the characteristic of the bonus game in the video slot game can be variegated.

[0203] Here, the present invention is not limited to the above embodiment and various changes and modifications can be done within the scope of the present invention.

[0204] For example, in the slot machine **1** of the embodiment, although the lottery to select the symbol row which is replaced and used when the game state shifts to the base game to the bonus game is done at the point time **W1** right before the bonus game process in **S15** is executed, such lottery may be done when the game state again shifts from the bonus game to the bonus game and every time the lottery process of the bonus game (**S51**) is done.

[0205] And in the slot machine **1** of the embodiment, although the symbol row which is replaced when the game state shifts from the base game to the bonus game is the symbol row which is variably displayed on the variable display portion **25** of the lower liquid crystal display **4** while being scrolled, the symbol row variably displayed on any one of the variable display portions **21** to **24** of the lower liquid crystal display **4** while being scrolled may be replaced. And the symbol rows variably displayed on more than two variable display portions among the variable display portions **21** to **25** of the lower liquid crystal display **4** may be replaced. Further, in these case, the variable display portion (s) on which the symbol row (s) replaced are variably displayed while being scrolled may be set beforehand or selected by the lottery.

[0206] And in the slot machine **1** of the embodiment, although the symbol row is replaced when the game state shifts from the base game to the bonus game, the symbol row may be replaced every time the base game is started.

[0207] Further, in the slot machine **1** of the embodiment, although the symbol row, which is replaced when the game state shifts to the bonus game and used in the bonus game, is determined based on the lottery table in **FIG. 44** in which one random number value sampled by the random number sampling circuit **56** corresponds to one code No., the symbol row which is replaced when the game state shifts to the bonus game and used in the bonus game may be determined based on the lottery table shown in **FIG. 47** in which a specific range of the random number sampled by the random number sampling circuit **56** corresponds to one reel strip.

[0208] Further, in the slot machine **1** of the embodiment, the symbol stopped and displayed on the first pay line **L1** is determined every each of the variable display portions **21** to **25** in the base game and the bonus game, based on the lottery table in **FIG. 9** in which one random number value sampled through the random number sampling circuit **56** and one code No. are corresponded with each other. As for this point, for example, the symbol stopped and displayed on the first pay line **L1** may be determined every each of the variable display portions **21** to **25**, based on the lottery table in **FIG.**